

INCLUDES A FREE MAGIC: THE GATHERING CARD

ACCLAIM COMICS, INC.

**A**  
**ARMADA**

JULY 1 NO. 1  
\$2.50/3.45 CAN

**GÓMEZ  
KAYANAN  
RAMOS**

ICE AGE  
On The World of **MAGIC** The Gathering™



DIRECT SALES

00111

7 16892 87253 2

# EXPAND YOUR POWER IN THE UNIVERSE...™



**T**he *Star Trek: The Next Generation® Customizable Card Game* has something no other collectible card game can claim: missions, dilemmas, events, artifacts and personnel from the *Star Trek: The Next Generation®* universe. Experience the powerful abilities of Federation, Klingon and Romulan crews! With hundreds of cards and an infinite number of offensive and defensive strategies, these cards will appeal to collectors, game enthusiasts and *STAR TREK®* fans alike.

To start a game, you size up your opponent trying to figure out whether he's playing with Federation, Klingon and/or Romulan forces. Select your affiliation(s) and the missions you hope to accomplish. Then customize a deck of 60 cards that includes the ships, personnel and other cards needed to complete your missions. Your opponent does the same. The adventure unfolds before your eyes.

Your opponent is a worthy adversary. He's developed a powerful strategy and placed dilemma and artifact cards in strategic locations to thwart your efforts. That's okay. Since the cards possess a "rock, paper, scissors" relationship, there are ways to overcome those aggravations. To win, you must overcome dilemmas and complete missions by moving your ships along a spaceline the two of you have created. The winner is the first player to score 100 points or have the highest number of points when one player's deck is depleted.

While your opponent may have a strong strategy, neither of you know when certain cards will come into play. An intriguing randomizing element is created when your cards are shuffled prior to playing. By developing a fresh strategy and custom deck before starting the game, each game will be a totally unique *STAR TREK®* adventure.

There is unlimited depth to this game. The universe of 363 cards is available in randomly-assorted starter sets of 60 cards and expansion sets of 15 cards. Cards are common, uncommon, rare, or ultra-rare. (Starter sets are usually a little less expensive per card, but there's a higher probability of getting rare cards in expansion sets!) Also, other exciting cards are in development for future editions and expansions. The first print run of *Star Trek: The Next Generation® Customizable Card Game* is a Limited Edition, signified by a black border on the face of each card. Regular printings will have a white border.

Prepare yourself for a powerful experience in a universe with endless possibilities!

**DECIPHER INC.**  
The Art of Great Games

TM, ® & © 1995 Paramount Pictures. All Rights Reserved. *STAR TREK: THE NEXT GENERATION* is a registered trademark of and all characters and related marks are trademarks of Paramount Pictures. Decipher Inc. Authorized User. Package and contents copyright © 1995 Decipher Inc., P.O. Box 56, Norfolk, Virginia U.S.A. 23501-0056. All Rights Reserved. Customizable Card Game, Expand your power in the universe and The art of great games are trademarks of Decipher Inc. Gameplay by Technical Game Services.

Dominaria

Deep in Northern TERISIARE  
some four millennia before the  
GATHERING, by the reckoning of  
the Sages of Minorad.



The Shaman OREL KJELDOS is not afraid--she is DETERMINED. Though the ice crashes behind her, and the frozen air grows rank around her, she will not be stopped. Not when she bears such heavy tidings.

Not when the MAGIC born of the ICE AGE rallies to defend her...

...to welcome her HOME.

# THE TWILIGHT KINGDOM

The JOHTULL WORM roars against these strange opponents, its evening meal stumbling to safety. It would seem better prey is appearing before it--some out of THIN AIR.

IT IS THE  
BIGGEST ONE  
I'VE EVER SEEN,  
ZILGETH! MY MOST  
POWERFUL FAMIL-  
IAR MAY NOT  
BE ENOUGH!

Writer - Jeff Gomez  
Pencils - Rafael Kayanan  
Inks - Rodney Ramos  
Painted Color - Eric Hope  
Letters - Adam Niedzwiecki  
Story Assist - Jeffrey Vita  
Editor-in-Chief - Bob Layton

Cover Painting by Charles Vess

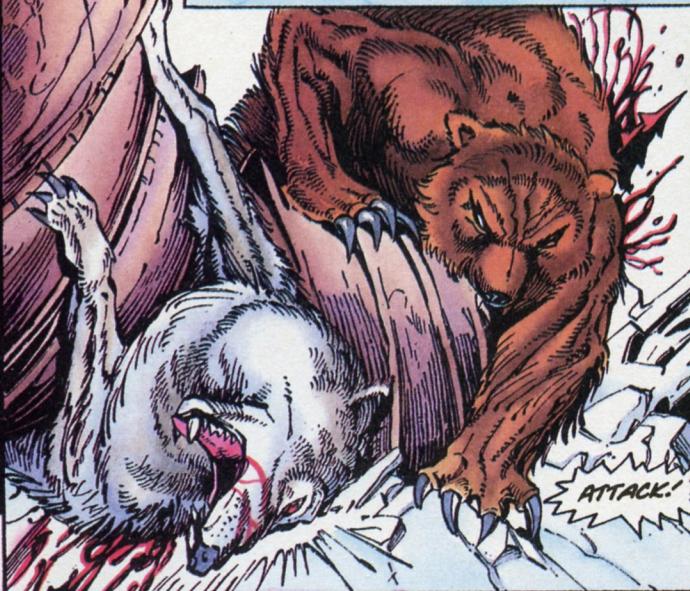


THEN WE  
MUST COMBINE OUR  
FORCES, MY  
FRIEND.

JASON  
CARTHALION,  
YOU YOUNG FOOL!  
PULL BACK!

LET THE  
RUBY MADE  
DO HIS  
WORK!

Vicious growls and feral shrieks rise above the din. The mere shifting of the monstrous creature's carapace crushes the life from a faithful lupine.



Muscle, sinew, and fur explode against its nigh-invulnerable hide--



REMEMBER YOUR  
SCHOOLING, JASON.

CONCENTRATE.

TAP INTO THE  
LAND AND  
IMPRISON THE  
BEAST.

"I'M TRYING! 'TIS AS  
IF THE WORM IS BEING  
DRIVEN BY DEMONS!"



STAND ASIDE,  
CARTHALION.



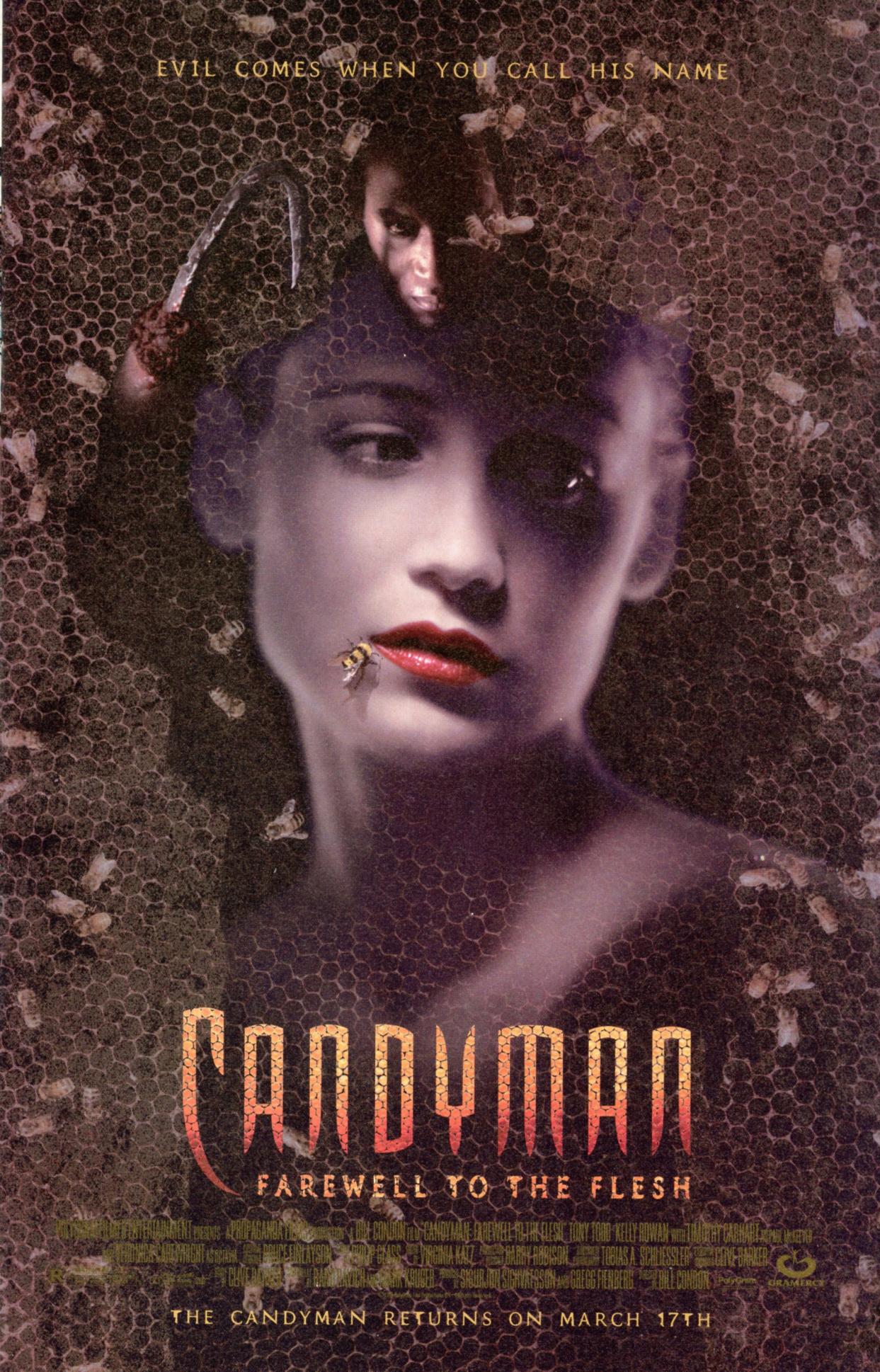
ALLOW ONE  
WHO WILL SOON  
WALK THE ETHER  
PLANES TO  
FINISH THIS  
BATTLE.

The FLARE-FIRE  
strikes its mark.



It is the sound  
of failure.

EVIL COMES WHEN YOU CALL HIS NAME



# CANDYMAN

FAREWELL TO THE FLESH

PROLOGUE FILM ENTERTAINMENT PRESENTS *PROPAGANDA FILM* IN ASSOCIATION WITH *IDE CONDUIT FILM* *CANDYMAN: FAREWELL TO THE FLESH* *TONY TODD* *KELLY ROWAN* *WILLIAM DAIGLE* *TRACY HIBBERT* *ASPIRE* *UNIVERSAL*  
PROLOGUE FILM ENTERTAINMENT PRESENTS *PROPAGANDA FILM* IN ASSOCIATION WITH *IDE CONDUIT FILM* *CANDYMAN: FAREWELL TO THE FLESH* *TONY TODD* *KELLY ROWAN* *WILLIAM DAIGLE* *TRACY HIBBERT* *ASPIRE* *UNIVERSAL*  
PROLOGUE FILM ENTERTAINMENT PRESENTS *PROPAGANDA FILM* IN ASSOCIATION WITH *IDE CONDUIT FILM* *CANDYMAN: FAREWELL TO THE FLESH* *TONY TODD* *KELLY ROWAN* *WILLIAM DAIGLE* *TRACY HIBBERT* *ASPIRE* *UNIVERSAL*

**R**

THE CANDYMAN RETURNS ON MARCH 17TH



Now, as the monster reels, King Mito's militia moves to take it by hand.

But the ensuing struggle is too long. Too many brave lives are being crushed, swallowed up.

Zilgeth knows what must be done.

The INCINERATION spell should have been easy to cast...

...for a PLANESWALKER.

But then, Zilgeth was ALMOST a Planeswalker.

Let the Tak Thus be told: the Mage leader of CLAN RUBY did not die for naught.

BY ALL THAT IS SACRED, SHAMAN! ZILGETH IS BURNING BEFORE MY EYES, AND I AM TOO POORE A MAGE TO HELP HIM! GREAT IS MY SHAME!

HOLD YOUR CLUCKING AND OPEN YOUR EARS, MY CHAMPION.

THE RED WIZARD DIED NOBLY--AND I HAVE NEWS TO SHARE WITH THE LIVING.

"THE GLACIER KINGDOM OF STORGARD STANDS ALONE, MY FRIENDS. I HAVE BEEN ON MY LONGEST WALKABOUT YET, AND THIS CRUMBLING CITADEL IS THE LAST STRONGHOLD OF CIVILIZATION IN ALL OF TERISIARE. EVERYONE ELSE IS DEAD."

"DURING MY TREK I HAD VISIONS. THIS AGE OF ICE HAS ITS ROOTS IN SUPERNATURAL WARFARE; THIS MUCH WE'VE GUessed. BUT THE GLACIERS ENCROACH--AN UPHEAVAL, COSMIC IN ORIGIN, FORCES THE COLD TO DEEPEN. IF THERE ARE TRULY GODS, THEY HAVE FORSAKEN US. FOR I SEE NO END TO THIS LONG WINTER."

"KING MIKO, MEMBERS OF THE STONE COUNCIL, WE CAN NO LONGER AVOID THIS PLAINEST OF TRUTHS--IT IS TIME TO LEAVE THIS PLACE. WE MUST JOURNEY FAR TO THE SOUTH, TO THE LAND WHICH LIES CLOSEST TO THE SUN. NEITHER OUR SORCERY, NOR OUR PRIDE, NOR OUR LAST HARD-WRUNG MEASURE OF ENDURANCE WILL KEEP OUR VERY EYES FROM FREEZING IN THEIR SOCKETS!"

NO!

ORIEL, THOUGH YOU  
ARE A RESPECTED  
MEMBER OF THIS  
COUNCIL, YOUR WORDS  
TODAY ARE TANTAMOUNT  
TO BLASPHEMY.

It has been a grim week for the people of Storgard. The Stone Council has buried the leader of Clan Ruby, and no successor has yet been named. And now, the darkest fear of the surviving Clans has been voiced.

Arimaya of  
Clan Onyx gazes  
sourly at her  
Emerald sister.

Hurn, Sergeant-  
at-Arms of the  
Royal Guard, sits  
grimly at the  
seat of Clan  
Pearl.

Oriel Kjeldos  
of Clan  
Emerald steals  
a glance to her  
left...

...only to catch  
the burly dwarf  
Lorhun of Clan  
Sapphire sneering  
in disgust.

YOU SPEAK AS  
IF WE ARE ABANDONED,  
WHEN THE GODS ONLY  
SLEEP. AS IF TO RUN  
SCREAMING INTO THE NIGHT  
HAS MORE HONOR THAN  
STANDING STRONG--  
AS WE DO-- AT  
VICTORY'S THRESHOLD.

WE HAVE  
BRAVED  
THIS AGE  
OF ICE FOR  
CENTURIES.

WE HAVE  
EVEN HELD  
GROUND  
AGAINST  
MIGHTY  
RAVAN--  
THE GREAT  
GLACIER  
ITSELF!

AND WHEN IT  
DESTROYED  
THE KINGDOM'S  
NORTHERN QUAD-  
RANT, WE RESPONDED  
BY MOVING INTO  
THE ICE MOUNTAIN'S  
VERY MAW!

"LO! HERE COMES MY COURT  
MAGE, FREYALISE-- ZILGETH'S  
HONORABLE SUCCESSOR, WHO  
SPEAKS THE NEW LEADER OF  
CLAN RUBY ON THESE GRAVE  
MATTERS?"



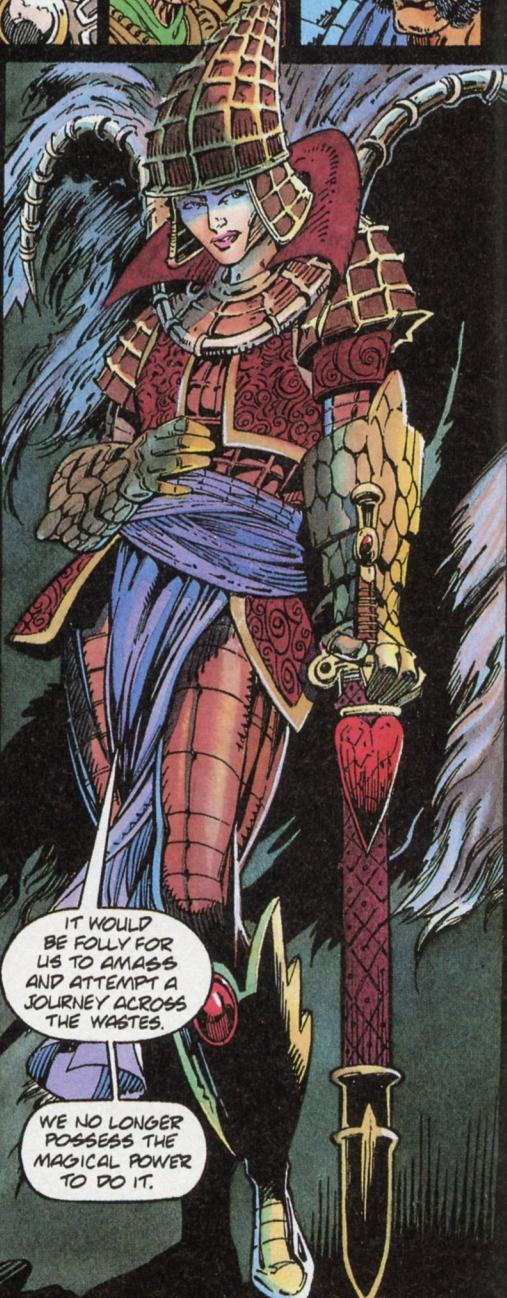
IF DEATH'S ANGEL COMES FOR  
THE LAST OF US, I SAY LET US  
WRESTLE HER ICY EMBRACE  
AS BRAVELY AS ZILGETH  
WRESTLED THE JOHTULL WORM.



WE  
MUST  
STAY.

IT WOULD  
BE FOLLY FOR  
US TO AMASS  
AND ATTEMPT A  
JOURNEY ACROSS  
THE WASTES.

WE NO LONGER  
POSSESS THE  
MAGICAL POWER  
TO DO IT.



# MAGIC™ The Gathering

## COMICS SURVEY

We need your help to bring you the best *Magic: The Gathering* comics possible!

Please answer & return this survey by June 1, 1995. As a reward, all participants will be sent a full color *Magic* poster as well as the final results of this survey!

1. Which card games do you play? (Please list all.)

Doom Trooper \_\_\_\_ Jihad \_\_\_\_ Illuminati \_\_\_\_  
Magic \_\_\_\_ On The Edge \_\_\_\_ Spellfire \_\_\_\_  
Star Trek \_\_\_\_ Wyvern \_\_\_\_ Other \_\_\_\_ None \_\_\_\_

2. How many **Magic** cards do you own?

100 or less \_\_\_\_ 101-250 \_\_\_\_ 251-500 \_\_\_\_  
501-1000 \_\_\_\_ 1001-2000 \_\_\_\_ 2,001 or more \_\_\_\_

3. Have you ever attended a gaming convention or **Magic: The Gathering** tournament?

Yes \_\_\_\_ No \_\_\_\_

4. Would you be interested in joining a **Magic: The Gathering** fan club?

Yes \_\_\_\_ No \_\_\_\_

5. How many comic books do you buy per month?

none \_\_\_\_ 1-5 \_\_\_\_ 6-10 \_\_\_\_ 11-15 \_\_\_\_ 16-20 \_\_\_\_  
21-30 \_\_\_\_ 31-50 \_\_\_\_ 51-99 \_\_\_\_ 100 or more \_\_\_\_

6. What are your top three favorite comic titles?

1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Sex (M/F): \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

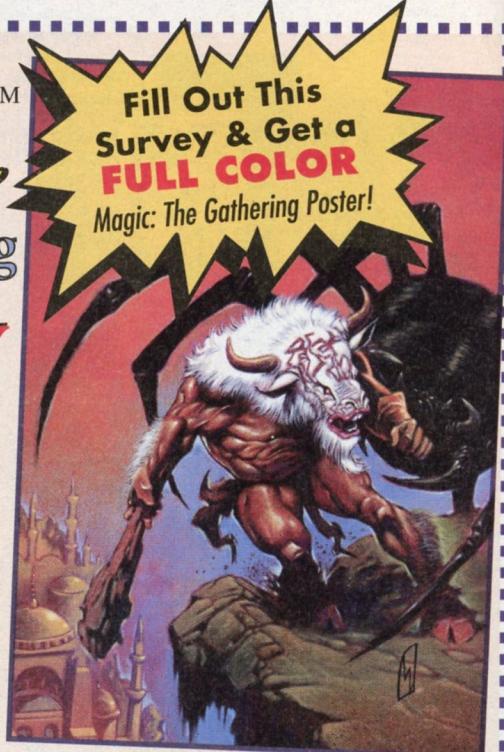
State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Country: \_\_\_\_\_

YES! I have enclosed \$1. Please count my survey & send my full color **Magic poster** plus the survey results.

**INSTRUCTIONS:** 1. Please include \$1 with your survey to cover the cost of counting your survey & shipping your **Magic: The Gathering** poster! 2. Yes, you can photocopy this survey. 3. Please allow 3-6 weeks for the delivery of your poster & survey results. 4. Offer expires 6/1/95. Surveys must be postmarked by 6/1/95.

Send \$1 & survey to: **MAGIC SURVEY - P.O. BOX 465-M - GAINESVILLE, VA 22065**



PARDON MY DIFFERENCE, RUBY MAGE. WITH YOUR POWER, AND THE ABILITIES OF MY CHAMPION, JASON CARTHALION--AS WELL AS THE POWER OF THE ARTIFACTS NOW STORED WITHIN THE GLACIER--WE CAN MAKE GOOD OUR ESCAPE.

A murmur washes across the chamber. With the induction of Freyalise, King Miko has sealed his cose--or so it would seem. OREL speaks...

The Council audience gossips, but Freyalise stands firm. The talk continues...

~But Jason is no longer listening.

Freyalise came to Storgard as a lone child, seeking shelter from the frigid wastes. The Shamans told King Miko that she was MORE than human to have survived, but the High Court would see her only as a DAUGHTER of the Stone Council.

She quickly surpassed Jason at their lessons, and would tutor him in the ways of ice magic.

They were once dear friends...

...but that was long ago.

Now Freyalise stands AGAINST Oriel. Her quiet words sting Jason. Her carefully measured thoughts make him uncertain.

"ONYX VOTES NAY TO OREL'S PROPOSAL."

"RUBY VOTES AGAINST."

"CLAN SAPPHIRE SAYS NO!"

LET US CALL THIS MATTER TO A VOTE.

YOU HAVE LOST, OREL. OUR DECISION IS FINAL. YOU MAY NOT LEAVE THE CITY AGAIN, NOR MAY YOU HAVE ACCESS TO THE KINGDOM'S RELICS OR MAGES TO FURTHER YOUR DELUSIONS.

SO CONCLUDES THIS COUNCIL.

That night, at  
the home of  
Hurn of Clan  
Pearl.

MARISKA, WE HAVE BEEN AT  
THIS FOR HALF THE EVE!

WHETHER OR NOT  
KJELDOS IS RIGHT--  
A VOTE WAS  
TAKEN.

YOU KNOW  
NOTHING!

WAH  
WITH ZILGETH GONE, I AM  
MIKO'S MILITARY COMMANDER.  
CLAN PEARL FINALLY STANDS  
PROUD! I WILL NOT  
LOSE THAT!

I WAS THERE,  
MY HUSBAND. YOU  
SAW TRUTH IN THE  
SHAMAN'S WORDS...

...BUT YOU DID NOT EVEN  
HAVE THE COURAGE TO STAND  
AGAINST THE KING.

IT IS YOU WHO ARE  
NAIVE, BELOVED.

THE PLANESWALKER  
FREYALISE IS FIRST IN  
MIKO'S EYES...

...AND IF WE REMAIN IN THIS ICE  
PIT MUCH LONGER, I FEAR WE WILL  
LOSE MUCH MORE THAN OUR PRIDE.

The Temple of  
Clan Emerald.

WE ARE A REASONABLE  
PEOPLE--BUT THE TIME FOR  
PHILOSOPHY IS OVER. ACTION  
MUST BE TAKEN.

THERE ARE DARKER  
FORCES AT WORK HERE,  
CARTHALION.

WHEN WAS THE LAST  
TIME A WORM ATTACKED  
SO CLOSE? AND  
ZILGETH'S DEATH--?

ENOUGH OF  
YOUR SULKING,  
JASON.

YOU'RE SAYING WE SHOULD  
DEFY THE KING AND RUN  
AWAY FROM STORGARD.

THERE CAN BE REASON  
IN ACTION, MY CHAMPION.  
WE MUST USE OUR  
RESOURCES... GO TO  
OUR FRIENDS.

I THINK  
I UNDERSTAND,  
SHAMAN--THOUGH  
I'M NOT SURE  
WHAT DIFFERENCE  
I CAN MAKE.

Deep within King Miko's PRAYER CHAMBER, the most forbidden of all rooms in the Palace of Storgard.

THE OLD WITCH STIRS DISSENT IN YOUR KINGDOM, MIKO. THOSE MOST LOYAL TO ALL THAT YOU'VE BUILT HAVE BEEN GIVEN PAUSSE.

IS IT NOT YOUR CHARGE TO UPHOLD THE LAST OF THE FALLEN EMPIRES, FOREVER?

TEVESZ SZAT--  
YOUR COUNCIL HAS SERVED  
ME WELL FOR MANY  
YEARS...

...BUT TONIGHT YOU  
OFFEND ME. MY PEOPLE  
DEFY THE COLD WITH THICK  
SKINS--BUT ALSO WITH  
HONOR, LOYALTY,  
INTEGRITY.

YOU MUST  
SSSTRIKE DOWN THIS  
DISCORD, MIKO...

SSSQUELCH THE  
FEW, THAT THE MANY  
MAY SURVIVE.

A PANIC BORN  
OF THIS LUNATIC'S  
VISIONS CAUSES THEM  
TO ABANDON ALL  
OF OUR CHERISHED  
VALUESSS.

I...SEE.

Poster girl for the Apocalypse



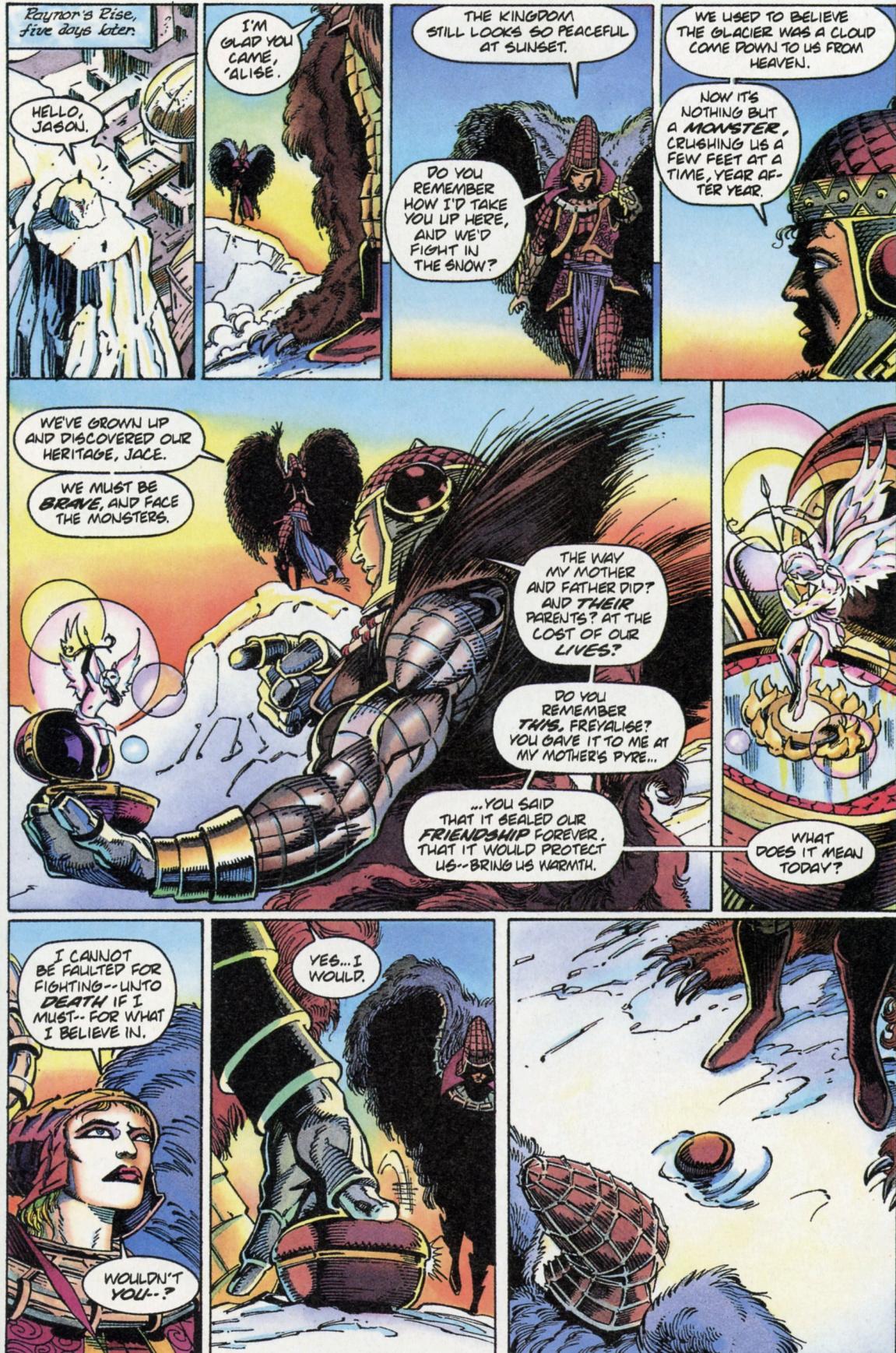
# TANK GIRL

SHE'S COMING SPRING '95

UNITED ARTISTS PICTURES PRESENTS A TRILOGY ENTERTAINMENT GROUP PRODUCTION A RACHEL TALALAY FILM "TANK GIRL" LORI PETTY ICE-T NAOMI WATTS AND MALCOLM McDOWELL. RIPPERS BY STAN WINSTON MUSIC BY GRAEME REVELL EXECUTIVE PRODUCERS TOM ASTOR ARON WARNER BASED UPON THE COMIC STRIP CREATED BY ALAN MARTIN AND JAMIE HEWLETT. WRITTEN BY TEDI SARAFIAN PRODUCED BY RICHARD B. LEVIS PEN DENSHAM JOHN WATSON DIRECTED BY RACHEL TALALAY. ©1995 UNITED ARTISTS PICTURES INC. ALL RIGHTS RESERVED.



For more on TANK GIRL check out THE LION'S DEN on the INTERNET <http://digiplanet.com/MGM>







**SEARS**



**JURGENS**



# VALIANT BIRTHQUAKE! BREYFOGLE



SHAKING UP YOUR LOCAL COMIC STORE!



Seven days later, in  
the temple ruins of the  
House of Clan Emerald.



IN A DUEL OF  
SPELLCASTING,  
YOU ARE CLEARLY  
FREYALISE'S  
INFERIOR,  
JASON.



BUT TONIGHT WE  
BESTOW UPON YOU  
THIS ENSORCELED  
BOW AND THIS  
SHIELD TO BRING  
YOU THE GLIMMER OF  
A CHANCE.

YOU WILL HAVE TO BE  
MAGE, WARRIOR, AND  
ZEALOT TO STRIKE  
DOWN THE LIKES OF A  
PLANESWALKER.



BUT SHAMAN--THIS IS  
THE BOW OF THE NORDIC  
WARRIOR, AND YOU HOLD  
THE SHIELD OF PRINCE  
BILIKIS--THESE RELICS  
ARE FORBIDDEN TO US!

HOW DID  
YOU GET  
THEM?

THE WIFE OF  
MIKO'S SERGEANT-  
AT-ARMS HAS MANY  
PRIVILEGES,  
CARTHALION.

I TOOK THEM  
FROM THE GREAT  
GLACIER DURING  
THE CHAOS LAST  
WEEK.

THEN WE  
ARE REDUCED TO  
THIEVERY.

HOUSE EMERALD'S  
DESTRUCTION WAS NO  
ACCIDENT, JASON--IT WAS  
POWERFUL MAGIC.

AND IF SUCH EVIL HAS  
ALLIED ITSELF WITH OUR KING,  
THEN WE MUST DO WHAT IS  
NECESSARY TO LEVEL THE  
FIELD OF BATTLE.

YOU WILL HAVE TO  
KILL HER, JASON.

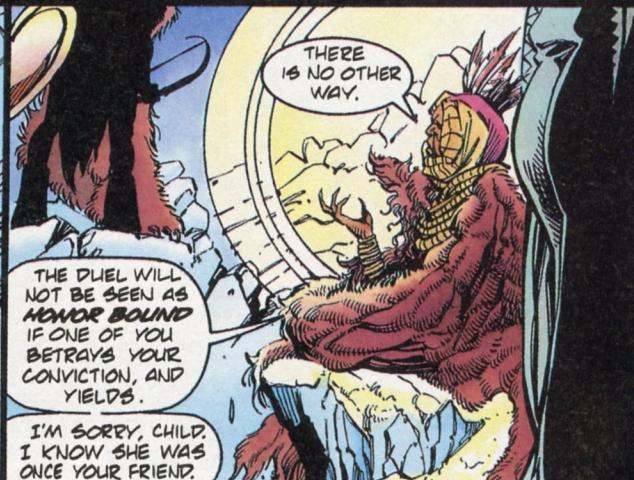
NOT IF  
THERE'S  
ANY  
OTHER  
WAY.



THE DUEL WILL  
NOT BE SEEN AS  
HONOR BOUND  
IF ONE OF YOU  
BETRAYS YOUR  
CONVICTION, AND  
YIELDS.

I'M SORRY, CHILD.  
I KNOW SHE WAS  
ONCE YOUR FRIEND.

THERE  
IS NO OTHER  
WAY.



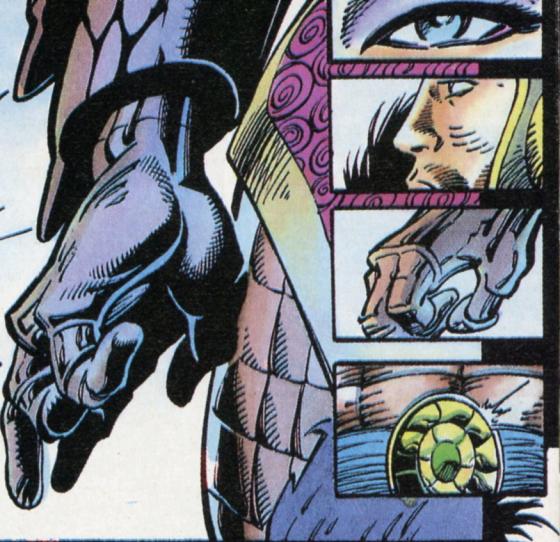
late afternoon, the next day. On the TUNDRA to the south of Storgard.

YOU SAID WE MUST BE BRAVE AND FACE THE MONSTERS...

...AM I A MONSTER, ALISE?

YES, JASON. TODAY I'M AFRAID YOU ARE.

THEN DON'T DISHONOR ME BY HOLDING BACK.



The Champion of Clan Ruby grimly unleashes a DEADLY response.

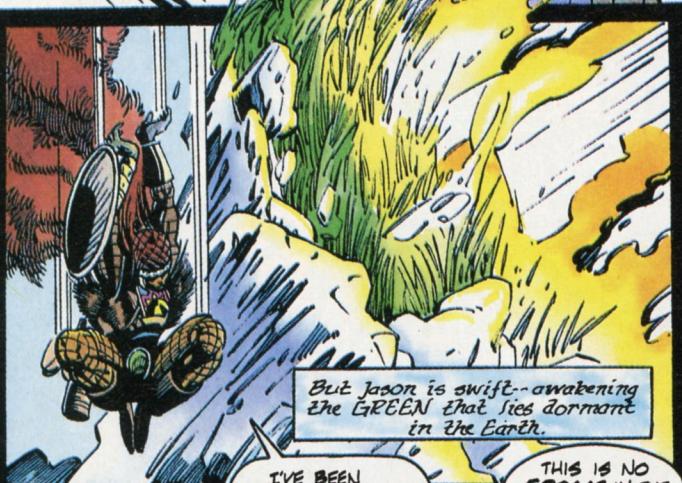


But Jason is swift-awakening the GREEN that lies dormant in the Earth.

I'VE BEEN STUDYING HARD, ALISE. CAN YOU TELL?

THIS IS NO FROLIC IN THE SNOW, JASON.

YIELD... I BEG YOU.



Heart pounding in his chest, Jason strikes the ground, summoning a creature whose BITE is more LETHAL than any Worm's.



TAKE HER, SEKLISTIS! LET'S BRING THIS DUEL TO A SWIFT END.

...But such would not be their destiny...

A dark wind blows from over the frozen STEPPES to the east—

WHAT DEMON'S WORK IS THIS?



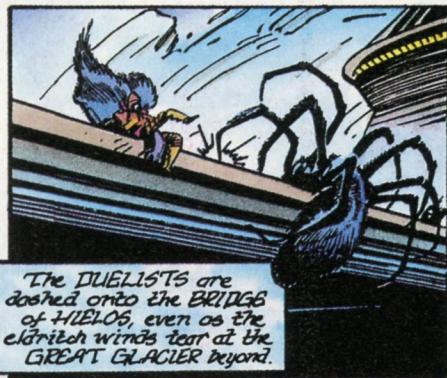
...lifting the combatants into the sky with HURRICANE force.

WE'RE BEING THROWN TOWARD STORGARD!

...SSOON THE WORLD WILL BE SSSILENT—AT LAGST, I SHALL HAVE ...PEACE.

DOMESTIC SSSQUABBLSES ARE BEST RESOLVED IN THE HOME, MY FRIENDSSS...





# "There is a Black PANTHER



Born in  
the Ghetto  
EVERY  
20 Minutes."

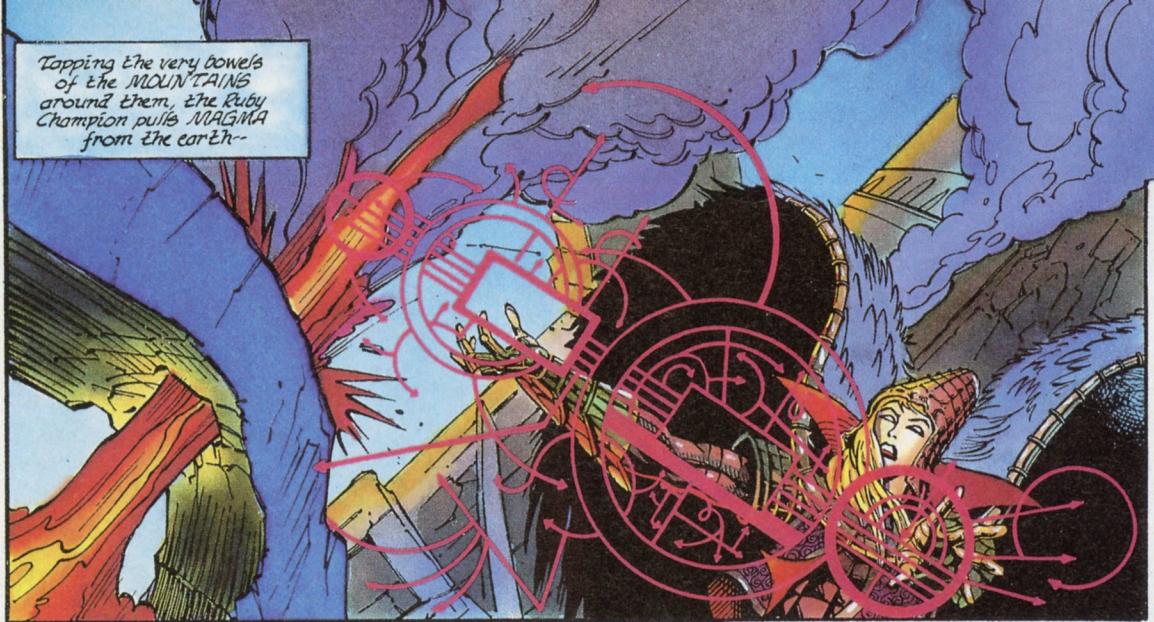
PANTHER:  
THE MOVIE AND SOUNDTRACK  
COMING SOON.

GRAMERCY  
ENTERTAINMENT

MP  
FILMS

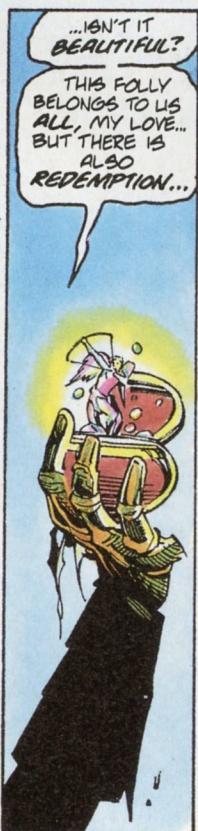
mercury  
a PolyGram company

Tapping the very bowels of the MOUNTAINS around them, the Ruby Champion pulls MAGMA from the earth...



...Firing angry geysers of MOLTEN LAVA hundreds of feet into the air!









FOOLS.

# ICY MANIPULATIONS



## BOB LAYTON

Editor-in-Chief

**Behold... Magic: The Gathering—The Shadow Mage ... Ice Age on the World of Magic: The Gathering, and the birth of Armada Comics!**

These first two incredible publications are the cornerstones of a whole new direction for Acclaim Comics and for the industry in general.

In the past, other comics companies have treated licensed products as "third-class citizens," producing them with second-string talent and little fanfare.

Not us.

Our goal in creating Armada is to produce the highest quality product, destined to compete with the cream of the crop. Mutants be warned!

Armada is spearheaded by Jeff Gomez as Line Editor and Writer of the first two books. Without Jeff's enormous talent and tireless efforts, none of this would be possible. Along with his energetic Assistant Editor, Jeof Vita, Gomez has put together some of the best comic book collaborations you'll ever see.

Charles Vess, Val Mayerik, Rafael Kayanan, Rodney Ramos and James Pascoe are just the beginning of the kind of top talent gracing these pages.

You now hold the flagship of the Armada line.

It's time to set sail for the best in adventure and entertainment.



## JEOF VITA

Asst. Editor

Hello and welcome to Icy Manipulations—the official letters column for **Ice Age on the World of Magic: The Gathering**.

Now for those of you groaning at the above name, please understand that it is only temporary! But, unless some of you creative types out there come up with anything better, I'm afraid you're stuck with it. So, unless you think that it's the greatest name ever, please send in some suggestions!

Now, on to the good stuff!

You are holding one of the premiere offerings from Acclaim Comics' newest imprint, Armada! Both **Ice Age on the World of Magic: The Gathering** and **Magic: The Gathering—The Shadow Mage** were produced in cooperation with Wizards of the Coast, those crazy kids over in Washington that introduced the world to **Magic: The Gathering**! The folks at WOTC are especially excited about this project because it debuts the all-new magic of their next expansion set—**Ice Age**.

Now, if you're unaware of this phenomenon we call **Magic: The Gathering**, just sit back and relax while I walk you through.

ADDRESS ALL LETTERS TO:

### ICY MANIPULATIONS

Jeof Vita - Asst. Editor  
c/o ACCLAIM COMICS  
275 Seventh Avenue  
New York, N.Y. 10001

**Magic: The Gathering** is the nation's hottest collectible trading card game. The game itself is a duel between two players who represent the most powerful magicians on the fantastic world of Dominaria. Both players are Planeswalkers who take turns casting spells that will both defend their ground and defeat their opponent.

Dominaria's myriad lands produce five different-colored mana (black, blue, red, white, & green), which is the power source for Dominaria's magic. Spells differ in their casting cost and power, and certain spells have neat little fast effects which can make games more interesting. Players combine skill, strategy and a heaping dose of good luck to construct their decks.

A player can customize his or her deck based on which strategy he/she wishes to employ. One might wish to utilize a creature-based attack and load up with green spells. Another might like a more direct-damage deck and use more red magic. Players who favor manipulative and deceptive game play can use blue magic to frustrate opponents, while white magic can be used for defense and balanced attacking. The black magic, a popular choice, is the magic of death and decay—not for the squeamish!

Since the release of **Magic: The Gathering** not too long ago, there have been five expansion sets which have been used to augment existing decks by providing new spells from various planes in Dominaria's vast universe. The latest expansion set, **Ice Age**, will be released this summer as a stand-alone set. That means that you as a player can choose to play **Ice Age** as a game by itself OR mix the cards into your existing play decks! A lot of the old favorites from **Magic**'s bygone days are resurrected in **Ice Age** so new players can join right in without missing a step.

In fact, as an added bonus, the first two books of this series contain actual **Magic: The Gathering—Ice Age** cards for you to begin your collection! Be sure to check out the **Bone Shaman** card painted by Anson Maddocks. This card is especially useful against those opponents who like to rely on regenerating creatures. It is definitely an advantage for those Red and Black decks. This is the first peek that players will get of some of the awesome powers that inhabit the frozen worlds of the **Ice Age**!

But don't fret. We won't be undertaking this journey into the frozen wastes by ourselves. We have a trusty guide on our side in the form of Shawn Carnes, a Wizards of the Coast **Magic** rules guru, who will be explaining the use of all these great new spells. Shawn will show off all the neat combinations that we use in the story and provide you with strategy tips for you to use in your next **Magic** duel!

All we ask is that you read the book. The Armada team has really put heart and soul into this book to make it look spectacular, and I think we succeeded. Next up, write in and let us know what you think. My name is Jeof Vita, the Assistant Editor for the series. I'm here to answer all your comments, questions and suggestions about the books. By the way,

I'm also an avid Magic player, so if you have any ideas for awesome spell combinations that we can use in the book, please send 'em on in!

So, to make sure that we get the ball rolling, we're holding a contest! The writer of the best letter will receive an original piece of art commissioned exclusively for this contest. One winner will be selected from both *Magic: The Gathering—The Shadow Mage* and *Ice Age on the World of Magic: The Gathering*. Each piece of art will be drawn by the respective series artists. Val Mayerik does the honors for *Shadow Mage* and Rafael Kayanan handles the *Ice Age*.

On behalf of the Armada team, I'd like to thank you for picking up this book. I hope you enjoy it half as much as we've enjoyed creating it. So—come with me now as we step into—The Ice Age!



## Seer Analysis

### by Shawn F. Carnes

Hello once again, planeswalkers! This is Shawn, and I am (still) one of the tried and tested rules gurus at Wizards of the Coast, the makers of *Magic: The Gathering*. The play-by-play this time around will be for the premiere of the *Ice Age* comic series, featuring excitement in the realm of *Ice Age*. As you may or may not know by now, this will be a no-holds-barred analysis of the magical combat as it relates to the game. Without further delay, let's take a look at the whopping introduction as well as the climactic ending to issue #1.

It seems to be the trademark for the comic folks to start things off with a bang! The Johtull Worm is advancing hard and fast on Oriel the Shaman, who seems more ticked-off than frightened. The Johtull Worm in *Ice Age* is a nasty creature, but its weakness lies in more than one creature blocking it. Jason uses this knowledge to his advantage perfectly, having summoned a Dire Wolf and a Kodiak Bear. Add Zilgeth's Sabretooth Tiger to the fray, and the Johtull Worm is in some serious trouble; this is especially so (I'm not sure if this is true...your guess is as good as mine, here!) when they appear to be Giant Growthed! Check out how huge they are!

Anyhow, the Worm starts making its way through the horde of summoned monsters; the monsters have nothing to lose, so they die trying to bring the Worm down a notch or two. Still, the Worm survives, and moves in on the heroes at large. After Jason casts an unsuccessful Icy Prison spell, Zilgeth, a more advanced mage (though not quite yet a planeswalker), casts some direct damage (Flare and Incinerate—at the cost of his life) to help the warriors bring down the mighty beast.

Looking back at the battle, that must have been some Johtull Worm! In the first attack phase, the Wolves and the Bears combine to defend. Even though the worm is weakened, it is still more than enough to destroy the two blockers. Unfortunately

for the Sabretooth Tiger, it attacked alone and was quickly consumed. It looks like Jason is a monochromatic wizard, concentrating mainly on the powers of green magic.

Now, on to the finale of issue #1. The action picks up as Jason and Freyalise (the Court Mage of the Glacier Kingdom) square off in what promises to be an intense duel. 'Alise draws first blood, popping Jason with a Flare—a sort of limited Fireball—which the comic reflects fairly well. Jason takes some geographical cover as he brings out a Wall of Pine Needles to hide behind. Though this won't stop the direct damage, any creature that 'Alise sends will have to deal with it.

Freyalise spends her "turn" pleading for Jason to yield. Jason takes advantage of this to get down to business; he summons a Woolly Spider. Apparently, before 'Alise can react, the nefarious Tevesh Szat casts a Hurricane into the fray, sending them flying. (By the way, the Hurricane was treated well; it only damages flying creatures and the players.) Seeing as how the Spider was not flying, it was appropriate to see it survive the chaos. Indeed, the Spider begins to bear down on 'Alise as she brings forth a Grizzled Wolverine. The monsters kill each other as the stakes get even higher.

As the spells get more nasty, some artistic license must be extended to the creators. Following a devastating Lava Burst by 'Alise, Jason responds by casting an Icequake, nearly killing himself and causing his opponent to fall to her apparent death. Now, as I read the story, I felt Jason didn't have much strength in black spells. On the other hand, it is implied that Tevesh Szat had something to do with our hero's temporary ability to tap the swamps. Jason also possesses the Bow of the Nordic Warrior and the Shield of the Ice Prince, magical artifacts which he hopes will help him in this battle. As the Icequake takes its toll, Jason uses the time to try and shoot a bow into Freyalise. However, his heart gets in the way and he relents.

Overall, these battles were pretty intense. It was nice to see a complete duel after whetting our appetite with the opening Johtull Worm sequence. It's also cool to see some of the legends referred to in the upcoming *Ice Age* expansion (King Miko and his Staff of Ice Lords, Kjeldos, and the Kingdom of Storgard itself, to name a few). Bring on *Ice Age* #2!

Until next time, may you always escape the Black Vise.



## NEXT IN DUELIST MAGAZINE

The *Duelist* is the official Deckmaster magazine published by Wizards of the Coast, the makers of *Magic: The Gathering*. The *Duelist* is your bimonthly guide to *Magic* and the fascinating multiverse of Dominia—from the ancient history of the Antiquities War, to gripping sagas of survival in the *Ice Age*. Card lists, strategy articles, rules variants, reviews, and "Magic: The Puzzling." Artist profiles, beautiful full color artwork, the latest *Magic* news...it all comes your way in *The Duelist*.



## JEFF GÓMEZ

### Writer/Editor

When I stepped into the palatial offices of Wizards of the Coast, it was like tumbling through the looking glass! What appeared to be a high-tech industrial park on the outskirts of Seattle, turned out to be a dream world, where anyone who's ever loved comics, gaming, music and fantasy would love to work. It's a place where aliens, dinosaurs, vampires and gothic rock intermingle, and all the root beer you could ever want is on tap in the employee lunch room!

The people at Wizards of the Coast respond to intelligence and passion. They had listened to a lot of pitches to do a *Magic: The Gathering* comic book, but they chose Acclaim Comics because they truly believed we had the passion to do *Magic* right! It's my job to see to it that we do just that, so here's what you can expect:

1. Stories that incorporate the *Magic* cards into Wizards of the Coast's official history and chronology.

2. Articles and previews in the back of each of our issues, taking you behind the scenes at both Armada Comics and Wizards of the Coast. You'll learn about the making of each of the miniseries, as well as tips on how to better construct your *Magic* decks.

3. More information about the world of Dominaria, its many lands and the heroes, villains and creatures that populate them.

You'll be able to enjoy each of our miniseries individually, but just wait 'til you start stringing them together! Bigger mysteries will begin to unfold. Hints and portents will clue you into major upcoming events. Clever readers will be rewarded, so do write! (Who knows? Your letter may be published. And cool fan art, like Hassan Godwin's *Ice Warrior*, could find its way onto these pages.)

A few "thank you's" are due: I'd like to thank the gang at Chameleon Comics in Flushing, Queens for being the first to show me how to play *Magic: The Gathering*...well! I also want to acknowledge my original gaming group: Danny, Dave, Amado, and especially Mark Pensavalle for sneaking me the galleys to the first *Magic* novel.

And finally, I'd like to close with a special thanks to Mike Tuccinard, Frank Bozyn, and Rafael Soler for their hard work in production on the *Magic* books. They're not listed in the big staff box at the end of this editorial, but I felt their extra round-the-clock effort makes them worth a round of applause.

## Valiant's BIRTHQUAKE! Shake-Ups!

Armada readers are going to want to check out some of the hot books coming out under our sister imprint, Valiant. The folks over at Valiant are shaking things up with their *BIRTHQUAKE!* renaissance. They've imported some of the hottest talent in comics to work on fresh angles and great stories featuring some of comics' most intriguing characters. Here are a few samples:

**Dan Jurgens**, a key creator in the life and death of Superman, takes on *Solar, Man of the Atom*.

What would you do if you suddenly found yourself with the powers of a god? Strap in for a wild ride that will tear down everything you knew about Phil Seleski as he struggles to answer that very question!

**Bart Sears, Andy Smith, and Ron Marz** helm *X-O Manowar*, the adventures of a barbarian warrior who controls the most powerful weapon ever—a sentient suit of alien armor. Sears, Smith and Marz promise new levels of art and storytelling that will keep fans, old and new, coming back for more!

**Norm Breyfogle** and **Sean Chen** join **Kevin VanHook** in chronicling the monthly adventures of *Bloodshot*. A nanite-enhanced former Mafia hitman, Bloodshot now fights the good fight to pay penance for his evil past. Breyfogle, Chen and VanHook welcome the chance to test Bloodshot's limits by blurring the line between man and machine!

The action doesn't stop there as top talents such as **Jackson Gulce, Bernard Chang, Mike Manley, Paul Gulacy, Rags Morales, and Bob Hall** each lend their creative hands to a dynamic, new Valiant universe! Grab on to something solid as Acclaim Comics' *BIRTHQUAKE!* rocks the nation!

## NEXT ISSUE:

### Ice Age on the World of Magic: The Gathering #2



Centuries after the fall of the Glacier Kingdom, the world of Dominaria has warmed to the point where a new and wondrous civilization has risen. The Knights of Kjeldor have set out to explore their world—and rid it of those who would use sorcery to keep it a frozen wasteland. This is the story of one such order of knights, who now face their greatest enemy: the malevolent magus Lim-dûl, who is using his vast power to raise an army of the undead to see to it that Kjeldor is crushed forever! "The Frozen Dead" has a painted cover by Charles Vess, and includes a *Magic: The Gathering*—Ice Age Expansion Deck preview card.

# THIS MONTH IN SHADOW MAGE:

Magic: The Gathering - The Shadow Mage #1



On the world of Dominaria, in the land known as Stonehaven, an infant named Jared is rescued from a spectacular magic duel, and cared for by a lowly Spellsquire. In the years to come, the old man prepares the boy to take vengeance upon the immensely powerful Planeswalker who slew Jared's father. The haunted and lonely victim of a Soul Syphon spell, Jared must solve the mystery of the Aster Fall, a nefarious scheme which threatens all of Dominaria. But the Shadow Mage must come to terms with the incredible forces at his command before he can tap the five Lands, and duel the Planeswalker, himself!

## AND COMING IN MAY:

### Fallen Empires

A Magic: The Gathering Miniseries #1



This two-part series focuses on the events hinted at in Wizards of the Coast's Fallen Empires expansion card set. All the drama and tragedy caused by the coming ice age will be dramatically told by the editorial team that is bringing you the Shadow Mage and Ice Age series. The story takes place between the Urza/Mishra War set forth in Antiquities, and the story now being told in Ice Age. As with all our comics, the plot is officially sanctioned by Wizards of the Coast, and contains many of the characters, places and spells featured in the cards. This issue boasts a painted cover by Anson (Hurloon Minotaur) Maddocks, and will be poly-bagged with a booster pack of Fallen Empires cards!

# ACCLAIM COMICS

**Steven J. Massarsky**

President/Publisher

**Bob Layton**

Senior V.P.

Editor-in-Chief

**Jon Hartz**

Senior VP

**Morton R. Nissen**  
VP Operations

**Paul Fairchild**

Marketing Director

**Tony Bedard**

Executive Editor

**Brad L. Goldberg**  
Circulation Manager

**Darren Sanchez**  
Production Manager

**Rebecca Knaster**  
Advertising/Sales

## ARMADA

**Jeffrey Artemis-Gómez**

Line Editor

**Jeofrey Vita**

Assistant Editor

**C.R. Lister**  
Designer

**Kenn Bell**

**Scott Friedlander**  
Computer Graphic Design

**Teresa Nielsen-Hayden**

**Sharon Claire Mitchell**

Story Consultants

## WIZARDS OF THE COAST

**Lisa Stevens**

VP New Business/Marketing

**Kevin Maples**

Armada Liaison

**Kathy Ice**

Consulting Story Editor

**Tom Wänerstrand**

**Anson Maddocks**

Consulting Graphics Editors

**Skaff Elias**

**Shawn Carnes**

Consulting Rules Editors

**MAGIC**  
The Gathering™

Created by  
Richard Garfield

Something lurks around the corner.

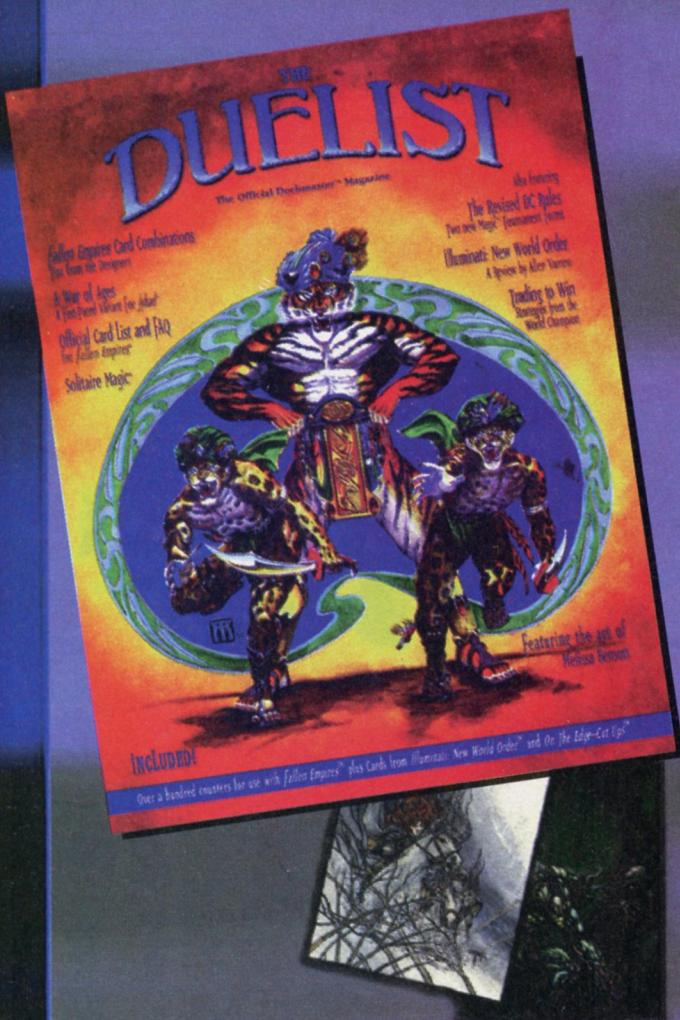
Follow the **Magic** team into the heart of urban darkness and supernatural terror in **The City Knights**.

Special preview coming in **Ice Age** #2 and **Shadow Mage** #3.

**If he talks to angels, why does he stalk the shadows?**

# ENTER THE WORLD OF DECKMASTER™

FROM THE HEIGHT OF THE ANTIQUITIES WAR, TO THE DEPTHS OF THE ICE AGE,  
THE DUELIST™ TAKES YOU ON A JOURNEY THROUGHOUT THE MULTIVERSE



From the creators of **Magic™** comes *The Duelist*, the definitive reference for trading card game players and collectors. This bi-monthly magazine offers the latest in **Deckmaster** news; here you can learn the history of Dominia from its creators, brush up on deck-building strategies from the **Magic** world champion, and get the first look at upcoming trading card game releases. Full-color and art-intensive, each issue spotlights the work of a different artist, and every page features artwork and backgrounds by your favorite **Deckmaster** illustrators.



*The Duelist* offers you the inside story on trading card games from the artists and designers defining the genre. So pick up a copy of *The Duelist*, and share in the dynamic world of **Deckmaster**.



Magic: The Gathering, Deckmaster, and *The Duelist* are trademarks of Wizards of the Coast. Wizards of the Coast is a registered trademark. Backgrounds and illustrations (from left to right) by Melissa Benson, Quinton Hoover, Ron Spencer, and Julie Baroh, © 1995.



# MAGIC

The Gatherings™

## THE SHADOW MAGE #3



VALIANT®



**BIRTH-QUAKE!  
AFTERSHOCKS!**

# NOW YOU'RE ON FIRE!

# NBA JAM™

**T.E.**™  
TOURNAMENT EDITION



SHOOT FROM THE  
HOT SPOT



SAME TEAM  
MATCH-UPS



SUPER SLAM  
DUNKS



OVER 100 NBA®  
SUPERSTARS



SUBSTITUTIONS  
AFTER EVERY  
QUARTER



KUKOC PIPPEN



BOGUES JOHNSON



MAJERLE MANNING



PAYTON KEMP



STARKS EWING



THORPE OLAJUWON

CompuServe  
(GO NBAJAM)

SUPER NINTENDO

GENESIS™ GAME GEAR™

Akklaim®  
entertainment inc.



OFFICIAL  
LICENSED  
PRODUCT  
NBA

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1994 NBA Properties, Inc. All rights reserved. Sub-licensed from Midway® Manufacturing Company. All rights reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All rights reserved.

MIDWAY®